

Listing of Claims:

1. (Currently Amended) A method of displaying, on a monitor having a display screen, a sign language ~~animation~~ animations of a speech ~~component~~ components of an audio/video signal while simultaneously displaying, on the monitor display screen, a visual ~~image~~ images corresponding to a video component of the audio/video signal, comprising the steps of:

processing the audio/video signal to generate an isolated audio component
signal;

isolating the speech components from the isolated audio component
signal;

mapping the speech ~~component~~ components to a sign language animation
model to generate animation model parameters corresponding to sign language
images;

generating an animation signal from said animation model parameters by
using a processor connected to the monitor; and

rendering[[,]] ~~from said animation signal without accessing an image~~
~~database containing pre-stored images~~[[,]] an animation image on a portion of the
monitor based on the animation signal generated from said animation model
parameters, said animation image containing sign language gestures
corresponding to the speech component of the audio/video signal.

2. (Currently Amended) The method of claim 1, ~~further comprising the step of receiving,~~
~~before performing said mapping step, the audio/video signal at the monitor, and isolating the~~
~~speech component from the audio/video signal~~[[,]] wherein said isolating step is performed by
the processor.

3. (Original) The method of claim 1, wherein the audio/video signal is provided to the
monitor by a transmitter remotely located from the monitor, and wherein said mapping step is
performed remotely from the monitor.

4. (Original) The method of claim 3, wherein the mapping step is performed proximate
the transmitter.

5. (Original) The method of claim 4, further comprising the step of transmitting the animation model parameters to the monitor.

6. (Original) The method of claim 1, wherein the processor comprises a memory containing data for multiple character icons and wherein said animation image is rendered by animating a select one of the multiple character icons.

7. (Original) The method of claim 1, wherein the processor is activated by selecting a function on a monitor control device.

8. (Original) The method of claim 6, wherein the select one character icon includes a face having a mouth and wherein said animation image further comprises the step of animating the mouth to simulate speech corresponding to the speech component of the audio/video signal.

9. (Original) The method of claim 6, wherein said memory includes commands corresponding to a dictionary of sign language symbols and wherein said mapping step comprises correlating spoken words from the speech signal to the sign language symbols.

10. (Original) The method of claim 1, wherein Synthetic Natural Hybrid Coding (SNHC) is used to generate the animation model parameters.

11. (Currently Amended) A method of displaying, on a monitor having a display screen, a sign language animation of a speech ~~component~~ components of an audio/video signal while simultaneously displaying, on the monitor display screen, a visual image corresponding to a video ~~component~~ components of the audio/video signal, comprising the steps of:

processing the audio/video signal to generate an isolated audio component

signal;

isolating the speech component from an the isolated audio component

signal ~~of the audio/video signal;~~

identifying words represented by the isolated speech component;

mapping the identified words to a sign language animation model to generate animation model parameters corresponding to sign language images;

transmitting the audio/video signal and the animation model parameters to the monitor;

receiving the transmitted audio/video signal at the monitor;

generating an animation signal from said animation model parameters by using a processor connected to the monitor;

displaying a video component of the audio/video signal on the monitor display screen; and

rendering[[,]] ~~from said animation signal without accessing an image database containing pre-stored images[[,]]~~ an animation image on a portion of the monitor display screen based on the animation signal generated from said animation model parameters, said animation image containing sign language gestures corresponding to the speech component of the audio/video signal.

12. (Original) The method of claim 11, wherein the processor comprises a memory containing data for multiple character icons and wherein said animation image is rendered by animating a select one of the multiple character icons.

13. (Original) The method of claim 11, wherein the processor is activated by selecting a function on a monitor control device.

14. (Original) The method of claim 12, wherein the select one character icon includes a face having a mouth and wherein said animation image further comprises the step of animating the mouth to simulate speech corresponding to the speech component of the audio/video signal.

15. (Original) The method of claim 11, wherein said memory includes commands corresponding to a dictionary of sign language symbols and wherein said mapping step comprises correlating spoken words from the speech signal to the sign language symbols.

16. (Original) The method of claim 11 wherein Synthetic Natural Hybrid Coding (SNHC) is used to generate the animation model parameters.

17. (Currently Amended) A system for producing an animation image on a monitor display screen to display, to a viewer of the monitor, sign language gestures corresponding to a speech signal derived from an audio signal component of an audio/video signal, the system comprising:

- a transmitter for transmitting the audio/video signal to the monitor;
- a receiver connected to the monitor for receiving the transmitted signal;
- a memory connected to the monitor for storing sign language animation model parameters corresponding to at least one animation character icon;
- a processor connected to the receiver and to the memory for isolating the speech signal from the audio signal component of the transmitted audio/video signal, the processor comprising means for identifying words represented by the isolated speech signal and means for mapping the identified words to the sign language animation model parameters for generating an animation signal; and
- means for rendering the animation image on the monitor using the animation signal ~~without accessing an image database containing pre-stored images generated from the sign language animation parameters~~ to animate the at least one animation character icon.

18. (Original) The system of claim 17, wherein said mapping means comprises Synthetic Natural Hybrid Coding (SNHC).

19. (Original) The system of claim 17, wherein the processor comprises a memory containing data for multiple character icons and wherein said animation image is rendered by animating a select one of the multiple character icons.

20. (Original) The system of claim 19, wherein the select one character icon includes a face having a mouth and wherein said animation image further comprises the step of animating the mouth to simulate speech corresponding to the speech component of the audio/video signal.

21. (Original) The system of claim 19, wherein said memory includes commands corresponding to a dictionary of sign language symbols and wherein said mapping means

comprises means for correlating spoken words from the speech signal to the sign language symbols.

22. (Previously Presented) A system for producing an animation image on a monitor display screen to display, to a viewer of the monitor, sign language gestures corresponding to a speech signal derived from an audio signal component of an audio/video signal, the system comprising:

- a transmitter processor for isolating the speech signal from the audio signal component of the audio/video signal, the processor comprising means for identifying words represented by the isolated speech signal and means for mapping the identified words to a sign language animation model for generating animation model parameters corresponding to sign language images;

- a transmitter for transmitting the audio/video signal and the animation model parameters to the monitor;

- a receiver connected to the monitor for receiving the transmitted signal and animation model parameters;

- a memory connected to the monitor for storing an animation model of at least one animation character icon;

- a receiver processor for generating an animation signal from the animation model parameters for animating the at least one character icon; and

- means for rendering the animation image on the monitor using the animation signal generated from the animation model parameters ~~without accessing an image database containing pre-stored images~~ to animate the at least one animation character icon.

23. (Currently Amended) The system of claim 22, wherein said transmitter processor is ~~capable of accessing~~ adapted to access commands corresponding to a dictionary of sign language symbols, and wherein said mapping means comprises means for correlating spoken words from the speech signal to the sign language symbols.

24. (Original) The system of claim 22, wherein said mapping means comprises Synthetic Natural Hybrid Coding (SNHC).